

# PathAddBackslash

Return value buffer must be large enough to store returned path

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## Part "Original Cigital Coding Rule in XML"

Mime-type: text/xml, size: 4239 bytes

<b>Attack Category</b>	<ul style="list-style-type: none"><li>• Path spoofing or confusion problem</li></ul>	
<b>Vulnerability Category</b>	<ul style="list-style-type: none"><li>• Buffer Overflow</li><li>• Unconditional</li></ul>	
<b>Software Context</b>	<ul style="list-style-type: none"><li>• File Path Management</li></ul>	
<b>Location</b>	<ul style="list-style-type: none"><li>• shlwapi.h</li></ul>	
<b>Description</b>	<p>When using the PathAddBackslash() function, the in/out buffer used to return the path must be large enough to hold the returned value.</p> <p>PathAddBackslash() and variants add characters (backslash) in place to the path name that is passed in. The lpszPath parameter must be at least MAX_PATH *characters* (not bytes) in length to ensure it is large enough to hold the returned string.</p> <p>The behavior of PathAddBackslash() when the supplied string is already MAX_PATH long is undefined. It is not clear if the function checks the length of the existing data or not. This is potentially a vulnerability in some implementations.</p>	
<b>APIs</b>	<b>Function Name</b>	<b>Comments</b>
	PathAddBackslash	
	PathAddBackslashA	
	PathAddBackslashW	
	ATLPath::AddBackslash	Overloaded wrapper to PathAddBackslash
<b>Method of Attack</b>	<p>Attacker can cause a buffer overflow if the path variable is not long enough to hold the variable.</p> <p>It's not clear whether the adding of a backslash can be leveraged into an exploit, however.</p> <p>Undefined behavior provides a target for part of an attack.</p>	
<b>Exception Criteria</b>		

1. [http://buildsecurityin.us-cert.gov/bsi/about\\_us/authors/35-BSI.html](http://buildsecurityin.us-cert.gov/bsi/about_us/authors/35-BSI.html) (Barnum, Sean)

<b>Solutions</b>	<b>Solution Applicability</b>	<b>Solution Description</b>	<b>Solution Efficacy</b>
	Whenever using PathAddBackslash or variants.	Ensure that buffer is declared as at least MAX_PATH characters in size.	Effective.
<b>Signature Details</b>	<pre>LPTSTR PathAddBackslash( LPTSTR lpszPath ); inline char* AddBackslash( char* pszPath ); inline wchar_t* AddBackslash( wchar_t* pszPath );</pre>		
<b>Examples of Incorrect Code</b>	<pre>TCHAR buffer_1[] = TEXT("C: \\dir_name\\dir_name\\ \\file_name"); // Buffer is too small LPTSTR lpStr1; lpStr1 = buffer_1; PathAddBackslash(lpStr1);</pre>		
<b>Examples of Corrected Code</b>	<pre>TCHAR buffer_1[MAX_PATH] = TEXT("C:\\dir_name\\dir_name\\ \\file_name"); // Buffer is safely sized LPTSTR lpStr1; lpStr1 = buffer_1; PathAddBackslash(lpStr1);</pre>		
<b>Source Reference</b>	<ul style="list-style-type: none"> <li><a href="http://msdn.microsoft.com/library/default.asp?url=/library/en-us/shellcc/platform/shell/reference/shlwapi/path/pathaddbackslash.asp">http://msdn.microsoft.com/library/default.asp?url=/library/en-us/shellcc/platform/shell/reference/shlwapi/path/pathaddbackslash.asp</a><sup>2</sup></li> </ul>		
<b>Recommended Resource</b>	<ul style="list-style-type: none"> <li><a href="#">MSDN reference for ATLPath::AddBackslash</a><sup>3</sup></li> </ul>		
<b>Discriminant Set</b>	<b>Operating System</b>	<ul style="list-style-type: none"> <li>Windows</li> </ul>	
	<b>Languages</b>	<ul style="list-style-type: none"> <li>C</li> <li>C++</li> </ul>	

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